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                         **#4**      ( octree encoding<in>metadata )

                         **#5**      ( ( octree<in>metadata ) <and> ( background
                                     voxels<in>metadata ) )<and> ( object voxels<in>metadata )

                         **#6**      ((( background<in>metadata ) <and> ( object<in>metadata ) ))
                                     <AND> ( ( binary encoding<in>metadata ) )

                         **#7**      ( ( binary encoding<in>metadata ) ) <AND> ( ( octree
                                     encoding<in>metadata ) )

                         **#8**      ( ( binary encoding<in>metadata ) ) <and>
                                     ( ( octree<in>metadata ) )

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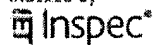
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- Delete a search
- Run a search

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**#1**　( ( binary encoding<in>metadata ) ) <and> ( ( octree<in>metadata ) )

**#2**　( ( binary encoding<in>metadata ) ) <AND> ( ( octree encoding<in>metadata ) )

**#3**　((( background<in>metadata ) <and> ( object<in>metadata ) )) <AND> ( ( binary encoding<in>metadata ) )

**#4**　( ( octree<in>metadata ) <and> ( background voxels<in>metadata ) )<and> ( object voxels<in>metadata )

**#5**　( octree<in>metadata )

**#6**　voxel <AND> (( octree<in>metadata ) )

**#7**　voxel <AND> (( octree<in>metadata ) )

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